Torrax

! Attention !

This Hero Book contains many secrets that should not be revealed until it is time.

Do not read any of the entries within unless you have been instructed to do so!

When you do read an entry, you may either read the contents aloud to the other players or keep them to yourself.

See "Reading Your Hero Book" on p. 26 of the Rules Reference for instructions on how to use this book.

Torrax's vision

"Who are you, truly? Are you Torrax the innocent? Or are you Xotho who has wreaked so much destruction? All those runes once carved in your stone skin now smoothed over. So many memories you have lost, perhaps for good reason. Let your weapon be a mirror to your new chances, and to the person you may yet grow into. Will you be Torrax, or will you be Xotho? Will you help the victims of enslavement, or will you once more enslave others? Will you lead Xotho's army once more? Look for answers to your past in in Runedale, then decide what you would do with them. But above all, you must now become a Keeper of the Breach."

Gain Item card 122 "Maul of Torrax ★☆☆".

Level 1 · The Mossy Stone

You had forgotten your past as Xotho, the dictator, but now it has all come back to you. Centuries ago, the countless dead or enslaved because of you. The strange dreams and memories plague you, and make you weak. To become a Keeper of the Breach, you must forget that you were ever Xotho!

You talk to cosmographers and priests of the Fifth Eye in Runedale, but they have no solution. They barely even understand the problem. You realize you need to talk with other Agurians.

There are precious few in Runedale, mostly working for the Amethyst Order, but you manage to stop one on the street. He is wearing the gray and purple robes of the Order.

"If you need a solution, you should go to The Mossy Stone," he tells you before he is again off on his business.

With the horrible memories of your tyrannical past still plaguing you, you find The Mossy Stone in a cellar in the Northgate District, and realize it is a carving parlor and a bar! The Lightbearers always despised those Agurians who clouded their minds by drinking solvents or eating voidblooms. They taught you to meditate and to remember, but you want to forget.

The place is gloomy with bright agura crystals glowing here and there. There is an acidic smell in the air and a low thunderous hum all around you coming from the singing of some of the customers. All seem to be Agurians. In the corner, an old Agurian is carving a rune on someone's stone back. The carver looks up at you, stares at you for a moment, then gathers his wits and says, "Hello friend. I am Omox and this is the Mossy Stone. Can I get you a solvent?"

"Just a water, thanks," you say.

"Water? That is not going to get you a solution," he says, getting up from the carving station to walk behind the bar.

Now you get it. The customers are not seeking enlightenment, but for the drinks to dissolve their innards, eventually turning the customers into solutions. Clever, but not something Harox would have approved of.

You take a few steps closer to the old Agurian and see his limestone flesh is full of fossils of obscure sea creatures. It gives his face a distorted look, but you realize this is the place for answers.

Choose one:

A: *"I am the last of the Lightbearers and will just have the water, thank you."* » 25

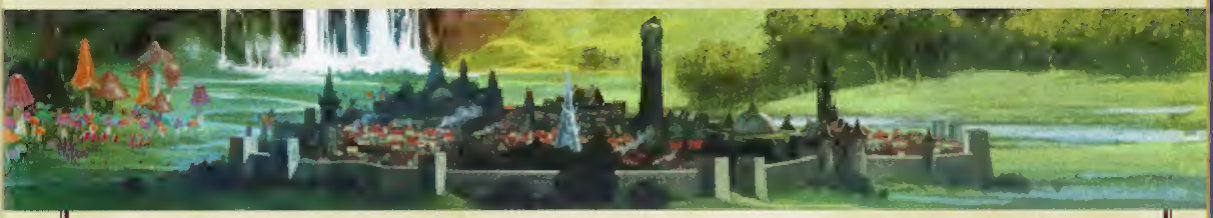
B: *"I just want to forget."* » 11

C: *"What is the strongest solvent you have?"* » 22

City Activities · Level 1

» **Once per City step** » *Have a drink at the Mossy Stone.* » 17

» **Once per City step** » *Work a double shift at the docks.* » 03



Level 2 • The Acid Of Forgetting

You have visited every glassblower and apothecarist in Runedale, but to no avail. Tanners and some workhouses have strange chemicals, but they did not carry hydrogen fluoride, either. Finally, you find an alchemist who has some, stored in her ice cellar.

The price is steep, but you pay it. It turns out the ice is even more expensive. You end up hiring a boryot cryomancer to transport it to The Mossy Stone.

You enter the dimly lit agurian bar and are greeted by Omox the limestone bartender with fossils in his face.

"You found it?" he asks incredulously. "Well, then, let me prepare your drink."

He pours water into a lead cup and then grinds some agura crystal in, the crystal chips glowing in rainbow colors as they slowly float down to the dark bottom of the cup.

Then Omox nods at the cryomancer, who moves the chunk of hydrogen fluoride over the goblet in a gust of cold air. She drops it in the lead cup and the chunk immediately starts hissing and bubbling, creating a foul stench in the air. You pay the cryomancer, who quickly departs this odd establishment.

There it finally is, in front of you; the drink that will dissolve all your bad memories.

"Are you sure about this?" Omox asks.

"I am."

You pick up the steaming lead cup and raise it to your lips. The smell of the drink is somehow familiar. As if you have breathed it before. But that is impossible. You open your mouth to drink.

That is when the world goes black.

6 +2

SUCCESS » Lose 2 . | FAIL » Suffer 4 damage.

» 10

City Activities • Level 2

» **Once per City step** » *Have a drink at the Mossy Stone.* » 26
(other Heroes may also choose this activity at the same time as you if you wish)

» **Once at this level** » *Tear out a piece of agura crystal from your back.* » 23

» **Once at this level** » **Spend 3** » *Give some coins to a victim of Xotho.* » 16

Level 3 · Torrax Torn

You have been avoiding Omox ever since your recent memory. He knew you as Xotho and it was him who made you forget and then gave you to Harox and the Lightbearers as their ward. On the other hand, he knew who you were, but kept it quiet.

Your desire to forget has recently found two rival desires. One of them is the desire to understand. Why did you. as Xotho. do those horrible things you did? Why did you raise an army of agurians to fight against the other peoples of Agemonia? And why did you seal all those other agurians inside the mountain of Lok Torr? Are they still there?

Harox told you it is up to you Lightbearers to bring light into darkness, to find Lok Torr, and to awaken those who the evil Xotho imprisoned there. Up to you. Now you know why. But to find Lok Torr you would have to remember. And remembering is what is making you weak.

The other newly found desire is to redeem yourself. To do that you would need to go to Lok Torr and release Xotho's prisoners. Your prisoners.

Choose one:

A: Spend 5 ✪ » *Try to forget.* » 📖 **01**

B: *Try to understand.* » 📖 **20**

C: *Try to redeem yourself.* » 📖 **09**

City Activities · Level 3

✪ » **Once per City step** » *Have a drink at the Mossy Stone.* » 📖 **26**
(other Heroes may also choose this activity at the same time as you if you wish)

✪ » **Once at this level** » *Tear out a piece of agura crystal from your back.* » 📖 **23**

✪ » **Once only** » **"Doom Knight Observer" in your Hero Journal** » *Investigate the Doom Knights.* » 📖 **15**

Level 4 · Memory Of Lok Torr

Being in Lok Torr has finally brought it all back. You remember why you, as Xotho, did what you had done, and why you stopped. Ever since your return to the lost city, you have relived your past life in your mind.

You are at the gates of Lok Torr in the Reflection Range. Your body is covered in runes and crystals and you feel powerful. The conduit for all the magic in Agemonia, ally of the aox demons.

Long have your people been prey to those who would take your crystals. Long have you been slaves to those who would control the crystal. But it is you agurians who create the crystals. You, Xotho, united the agurians and took back control.

You went to war and killed everyone who dared oppose you, and many innocents, as well. You and your stone army were on the brink of ruling all of Agemonia, turning all other peoples into your slaves.

Then you remembered and you realized it was wrong. Slavery was not your way, freedom was, but you had built an army with such immense power, it could not be stopped. If you stepped down, another Agurian would lead the army and enslave all of Agemonia. So, you brought your army here to the majestic cavern inside the mountain of Lok Torr.

You order the army inside the cave and sealed it shut for all time. The only key to opening the gate is you. None may know the location of Lok Torr, but you. You leave that place for good and find Omox and Harox and the Lightbearers who opposed you. You had them enslaved, but now release them. You tell Omox to wipe your memory and your runes, and Harox to teach you a better life.

Exploring Lok Torr and your memories, you also find much wisdom and skill which you possessed as Xotho that you should not have forgotten. That, you must wield again.

You had grown yourself a powerful maul out of your own crystal, much stronger than the one you carry now.

Having returned to Runedale, you spend many days in meditation, growing the maul. Growing it into a weapon that can destroy others. Or protect them.

Choose one:

A: *Make a weapon of attack, like Xotho's.* » 12

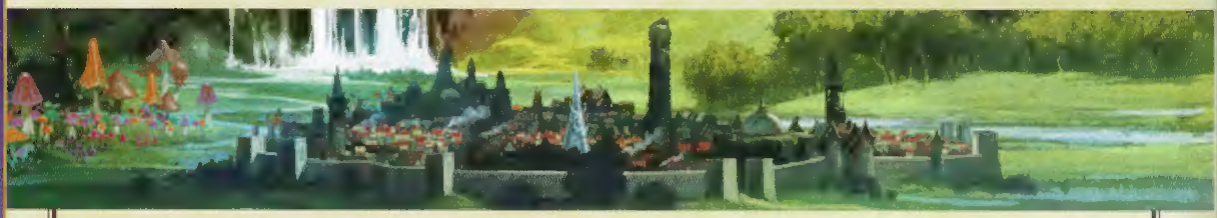
B: *Make a weapon of defense, unlike Xotho's.* » 05

City Activities · Level 4

» **Once per City step** » *Have a drink at the Mossy Stone.* » 26
(other Heroes may also choose this activity at the same time as you if you wish)

» **Once at this level** » **Spend 5** » *Give some coins to a victim of Xotho.* » 16

» **Once only** » **"Doom Knight Investigator" in your Hero Journal** » *Try to rescue a Doom Knight.* » 08



Level 5 · The Agurian's Choice

Your past has always haunted you, and now you have faced it.

Xotho's army sleeps, but one way or another, you must awaken it. But what then? Who are you? Who will you become? These questions trouble you day and night. You tried to address them when growing your maul, but the questions have returned, stronger than ever.

Will you let go of your past and remain Torrax, working to one day free your former army, or is Torrax simply a mask you must let go of, becoming Xotho again, using your army to take over Agemonia?

Would it even be possible to remain a combination of these two people inside you, powerful but not evil, and use the army to defend others from the demons, Pennarks, and other threats?

The time has come for you to decide.

Choose one:

A: *Let go of your past and be only Torrax forevermore.* » 19

B: *End the charade and become Xotho again.* » 06

C: *Accept your past and your present, tempering Xotho's power with Torrax's wisdom.* » 14

City Activities · Level 5

» **Once per City step** » *Have a drink at the Mossy Stone.* » 26
(other Heroes may also choose this activity at the same time as you if you wish)

» **Once only** » **"Doom Knight Rescued" in your Hero Journal** »
Take care of Clathax. » 02

» **Once only** » *Meditate on your new rune.* » 24

Story Entries

01 Forgetting

You know enough of Runedale to understand that no bar sells solvents stronger than the Mossy Stone. But there are other ways to forget.

You visit Riabo's Reliquary and ask the strange xi-noq if it has a scroll or a magic ring or something that could help you.

"Oh, yes, Riabo has something for you," it says as it jumps up and down in its kaleidoscopic maze of a shop. Gravity seems to follow its own strange logic here, making your head spin. You now have one more thing you want to forget...

Soon Riabo returns with a curvy vial of something strange.

"This is the potion of oblivion. It will make you forget everything. Five stars."

A powerful poison if used against a foe, to be sure. You tell him you are perhaps the first to use it on himself.

"You might be surprised," Riabo replies. "This is one of my biggest sellers."

You look at him curiously, but decide to buy the item, and drink it right there.

You tell Riabo it had no effect.

"What do you wish to forget?"

You open your mouth to answer, but suddenly you are not sure. It was something important. Something that had been troubling you. But what was it?

"See, it works!" Riabo says happily. "Ten stars, please."

"We agreed on five. I did not forget everything."

"Riabo was just testing you."

That night you sleep well for the first time since the horrible memories, whatever they were, first came to you.

When you wake up, you realize you now know where the lost agurian city of Lok Torr is located.

Gain an Achievement gem .

02 A Helpless Doom Knight

Ever since you removed his blood crystals, Clathax has not been well. He is not a doom knight, nor is he an agurian. He is stronger than ever and still infused with immense geomantic power, but his mind is nearly gone, as if it is locked away somewhere.

Perhaps you were once like him, when you had forgotten your past as Xotho.

Not knowing what else to do, you take Clathax to the Mossy Stone where Omox promises to take care of him.

Gain an Inspiration gem.
Cross out "Doom Knight Rescued" in your Hero Journal.
Write "Clathax Saved" in your Hero Journal.

03 Stevedore

You are employed to quickly unload cargo from a ship to a wagon. No questions asked. You move so much freight that you finish your double shift early and they pay you more!

Gain equal to .

04 Omox's Advice

"Our people are all about remembering," Omox the bartender says, "but I can see you need to forget. There is a way to do that, but it is difficult and dangerous. I have only seen it done once, and that was a long time ago."

You must forget your past as the tyrant Xotho. You tell him you will do whatever it takes.

"There is an acid which, combined with ground agura, will destroy your memory. But to make the acid, I need hydrogen fluoride. A glassblower might have it, or an apothecary. To transport it, you must wrap it in ice lest it boils into gas. And do not let it get wet, because then it will eat through anything. It might take you a while to get it, but when you do, come back to me."

"I will. Thank you, Omox."

"And while you look for the substance, think long and hard if this is what you really want. If you let that acid dissolve your memory, you may never get it back."

You thank him again, and leave The Mossy Stone. Soon, you will have forgotten all about your horrible past!

05 The Maul of Torrax

Your meditation turns into feelings of redemption, shame, and the need for forgiveness. You never want to repeat Xotho's horrible mistakes.

Your contemplative work finished, you hold in your hands a sturdy weapon, capable of protecting anyone who needs it. A complete opposite to the one Xotho had.

Replace Item card 122 "Maul of Torrax ★☆☆" with Item card 123 "Maul of Torrax ★★☆".

06 The Mask Comes Off

You remember everything, and are once again Xotho. The oblivion you chose for a few centuries as Torrax is finally over.

You will work to find a way to awaken your army from their magical slumber and then command it to reclaim your former glory.

You visit the Mossy Stone and tell Omox to carve a rune in your stone flesh.

The first rune since they were all smoothed over, when you asked to forget, all those centuries ago.

Let the new rune reflect your past and future power. The Sign of the Anvil was ever your emblem, and will be again. Xotho is back!

Spend 2 ○. Gain an Inspiration gem.
Write "The Sign of the Anvil" in your Hero Journal.

07 The Rune of Redemption

You meditate on the Rune of Redemption and feel yourself at harmony with your past and your future. The future holds many questions, but you feel hopeful.

Gain an Inspiration gem and an Achievement gem.

08 Rescuing a Doom Knight

Since you found out that the Amethyst Order and the Maddark magi create doom knights out of agurians captured by the Shroud, you have investigated some more. Some traders have told you of a caravan of doom knights being transported from Maddark Seat to Kyther Point. That would lead them past Runedale!

You stalk the caravan and see several doom knights, one of them your friend Clathax! You cannot help all of them, but you are determined to help him.

You walk over to the caravan and manage to drag Clathax away. He fights you all the way, but you do not let go.

You rip the blood crystals off Clathax, but he seems like a shell of an agurian, barely able to speak. You smuggle the poor wretch back to Runedale.

Cross out "Doom Knight Investigator" in your Hero Journal.
Write "Doom Knight Rescued" in your Hero Journal.

09 Vigil For Victims

You have asked Omox to let you know when the vigil for Xotho's victims is. The time has come.

You meet the others at dusk in Victory Park.

Dark clouds obscure the setting sun when you approach a large group lit by the braziers. To your surprise they are not all agurians. In fact, most of them are not. You recognize Omox and Clax and some other patrons of The Mossy Stone, but also see many nihteegris, and the odd boryot, quothian, pattangan, and korallian.

You soon understand why. Xotho waged war for the supremacy of agurians against the other peoples of Agemonia. Therefore, most of his victims are not agurians.

It rains as you leave the city for a nearby hill and form a circle around Omox.

"Many sleeps ago," he speaks, "when crystal was plentiful and all peoples lived in abundance, a great evil rose." He tells the story of Xotho's rise to power and how he and his army finally disappeared.

Then it is time for the others to speak. Most remember their dead relatives or some other horrors committed by Xotho, by you. Some agurians say they were misled into following Xotho and apologize to everyone. Representatives of House Maddark, the cosmographers, the Cult of the Fifth Eye, and the Amethyst Order offer their condolences.

You realize you should also say something, but these are the relatives of your victims, deeply hurt by your unforgivable actions.

Omox looks around, as if offering one final opportunity to speak. Raindrops drum the rock beneath your feet. When no one steps forward, he starts a low hum. The agurians join in, raising their hands, hammers, and faces towards the stormy sky. Soon the others mimic this and add their own melodies to the song of the earth.

The ground shakes in tune to your lamentation. The vibrations seem to shake your very soul and you realize you must speak.

"I am sorry!" you scream into the storm. "It was me! I am Xotho! I am sorry for all the pain I have caused!"

The dark sky is lit by lightning and at that moment, you know where the lost agurian city of Lok Torr is.

Spend 2 ○.

Gain an Achievement gem ◆ **and** .

10 Memory Of Omox

Your old Lightbearer mentor, Harox, stands next to you as you lay on your back. The sun shines brightly in your eyes. You feel drained, your crystals frail and weak.

Your body is gray stone covered in small craters where the Agura crystals used to be. You have rid yourself of them. Someone is touching you. You turn and look.

Omox sits by you chiseling at your flesh. Rune by rune, he smooths the carved memories away.

"It is time," Harox says.

Omox nods. He gets up, takes out a lead cup from his bag, and grinds some agura in there. Harox pours in some water.

You see a large solemn agurian with black stone skin approach. It is Matho, another Lightbearer! He holds a piece of ice in his hands. Inside the ice is something steaming.

Matho brings it to Omox, who picks it up with lead tongs and puts it in the cup. The cup bubbles and hisses and spits and steams.

Omox gently pours the acid on your skin, and it painfully burns away the last remnants of your runes.

Then he puts the cup on your mouth.

"Are you sure about this?" he asks.

"I am," you tell him.

You drink the acid and you forget.

5 +2

SUCCESS » Lose 2 . | FAIL » Lose 5 .

» 21

11 Drink To Forget

"You just want to forget, huh?" asks Omox, pouring you a drink. "Try this. It is made in Bekora's Hoist, they call it Tentacle. A thinner, really, but it gets your mind off things."

You take a sip of the strange drink. It sizzles in your mouth and warms your insides pleasantly. You become acutely aware of The Mossy Stone and the fossils in Omox's face. The low singing you hear from the other patrons is tantalizing, and you soon join in. For a while it is just you and them and the melody of stone.

Omox looks at you and smiles.

Gain an Achievement gem .

» 04

12 The Maul of Xotho

Your meditation turns into feelings of resentment, anger, and revenge. Xotho was right thinking that you agurians have been maltreated for ages.

Your contemplative work finished, you hold in your hands a deadly weapon, capable of destroying anyone who dares oppose you. Much like the one Xotho once had!

Replace Item card 122 "Maul of Torrax ★☆☆" with Item card 124 "Maul of Xotho ★★☆".

13 The Rune of Torrax

You meditate on the Rune of Torrax and feel at one with yourself and with all agurians. The agura crystals in your back tingle pleasantly.

Gain an Inspiration gem and .

14 The Best of Both Worlds

You remember everything and you accept it as a part of who you are. You are Torrax and you are Xotho. Torrax has much to teach Xotho, but perhaps Xotho also has something to teach Torrax. Not murder and terror, but drive and leadership. Torrax, in turn, will teach Xotho compassion and wisdom.

You will work to find a way to redeem Xotho's evil deeds and to awaken his army from their magical slumber. Then you can command the army to protect others.

You visit the Mossy Stone and ask Omox to carve a rune in your stone flesh.

The first rune since they were all smoothed over, when you asked to forget, all those centuries ago.

Let the new rune reflect Xotho and Torrax's change and the power to do good. It will be the first rune of redemption.

Spend 2 .
Gain an Inspiration gem .
Write "The Rune of Redemption" in your Hero Journal.

15 Investigating the Doom Knights

In Maddark Seat, you saw a captured agurian, your friend Clathax, being ripped of his crystals and turned into something horrible with aox energy. What was it and who is responsible?

You remember how the Shroud attacked your Lightbearers and captured Clathax and some others. How did he end up in Maddark Seat?

Hovering over the castle was an Amethyst Order airship, so you start to ask around. There are pattangans and agurians in Runedale who have heard of the Shroud selling captured agurians to the Amethyst Order. They think it is just

to harvest their agura crystals, but you are sure their plan all along was to turn these agurians into doom knights!

Cross out "Doom Knight Observer" in your Hero Journal.
Write "Doom Knight Investigator" in your Hero Journal.

16 An Alm

There is a severely crippled agurian beggar in Runedale whose body and mind were crushed by Xotho. He has no legs and only one hand, with which he extends a cup asking for alms. The beggar does not recognize you, but you know this is your handiwork and toss him a few coins. The beggar says some kind words to you, which touch you deeply.

Gain an Inspiration gem.

17 A Night at the Stone

The agurian patrons, befuddled by solvents, make every night a different experience at the Mossy Stone.

Roll a Counter die and consult the following table:

0 » *You get badly beaten up.* **Gain an Injury card.**
1-2 » *You get into a bar fight!* **Lose 2.**
3-4 » *You make a great deal.* **Gain.**
5-7 » *Everyone hums the song of the earth for hours.* **Gain an Achievement gem.**
8-10 » *You win a bet.* **Gain 5.**
⊘ » *Someone gives you a crystal from their own back as a token of friendship.* **Gain.**

18 The Sign of the Anvil

You meditate on the Sign of the Anvil and feel a new agura crystal grow out of your shoulder. It feels empowering. Soon it ripens and falls on the ground in front of you.

Gain an Inspiration gem and a.

19 Letting Go Of The Past

You remember everything, but you are no longer Xotho. Perhaps once, long ago, but no more.

You will work to find a way to redeem Xotho's evil deeds and to awaken his army from their magical slumber, but then they will be released.

You visit the Mossy Stone and ask Omox to carve a rune in your stone flesh.

The first rune since they were all smoothed over, when you asked to forget, all those centuries ago.

Let the new rune reflect the accomplishments you have made thus far, and will do again. It will be the first rune of Torrax.

Spend 2 .
Gain an Inspiration gem .
Write "The Rune of Torrax" in your Hero Journal.

20 An Agurian Walks Into A Bar

Looking for answers, you return to The Mossy Stone and find Omox there, mixing a solvent for one of his patrons.

"Well, well," he says and pours you a cup of water. "Torrax. You still want to forget?"

"No. I want to remember."

"Oh," he says, taken aback. "I'm afraid I don't have anything for that. I told you it might be permanent."

"But the last time I was here, it triggered a memory."

"I know, but I cannot explain it. I have never done this before."

The patron, a short marble agurian, stops his drinking and seems to concentrate on your discussion. Omox motions you to the carving station where no one is listening in.

"Can you at least tell me how to open the gates of Lok Torr."

"I cannot. You were, I mean Xotho was, the only one who knew what the key was. Harox was hoping you would one day remember."

"Maybe I would remember if I went to Lok Torr. Do you know where it is?"

"Only Xotho knew."

"How can I remember again?"

"You must confront your past to remember."

He sounds like your old mentor Harox, but you are the last of the Lightbearers, you must remember.

Omox pours you a drink and you gulp it quietly among your compatriots, remembering all too much, but not enough.

Then, suddenly, it all comes flooding back. You as Xotho, and where your capital, the lost agurian city of Lok Torr, is located.

Gain an Achievement gem and .

21 Partial Recall

You lay on the floor of The Mossy Stone. There is a pungent stench in the air. Several agurians hover around you, some cleaning acid from the floor, others trying to revive you.

Omox is standing next to you and you finally understand the look of recognition on his face when you first walked into his bar. He told you he had once seen an agurian's memory destroyed with that concoction. He just forgot to mention it was him destroying your memory.

You get up and feel dizzy. The others hold you upright and guide you to a sturdy stone bench.

Trying to forget, you remembered even more. That was not how this was supposed to go. You have a million questions to Omox, but you do not feel like asking them. Not yet.

Gain an Achievement gem and .

22 Alcohol Is A Solution

"The strongest, huh?" asks Omox. "Let's see now..."

He takes an apothecary bottle of boryot booze and pours some of it in a glass. Then he adds a few drops of some other stuff and mixes it with a wooden stick. The stick dissolves in the glass with a hiss.

"Here you go, friend."

You peer at the strange cocktail, but not wanting to look weak, you down it all in one go. It burns your innards hotter than fire and some of the other patrons laugh at you.

"Water!" you croak.

"I think not," Omox says. "It will only spread it. Best let it take its course."

Lying on the floor in pain, you finally understand why the Lightbearers only drank water.

Omox goes back to his carving customer and chisels at him for a while. Once the hurt subsides, you slowly get back on your feet, and Omox returns to you.

Suffer 3 damage.
» 04

23 Agura crystal

It feels wrong, but you do it anyway. You reach into your back and grab one of the agura crystals that stick out of you. It feels warm to the touch, warm and magical. You hum the song of the earth and it vibrates in tune as you pop it out.

Gain a .
Suffer 2 damage.

24 Runic Meditation

You retire to the hills and meditate on your new rune, listening to the rhythms of the earth.

If you have "The Rune of Torrax" in your Hero Journal » 13
If you have "The Sign of the Anvil" in your Hero Journal » 18
If you have "The Rune of Redemption" in your Hero Journal » 07

25 Just Water

You just order water at The Mossy Stone. You sense this draws the attention of some of the other patrons.

"You are not with one of them religious groups that wander the Mutelands, are you?" asks Omox.

"I used to be," you admit, "but now it is just me."

"Want to tell me what happened?"

You tell Omox about how the Shroud attacked you and how that triggered dreams of your past which you would like to forget.

"What about your runes?" he asks. "Where are they?"

"I don't know."

"Sounds like you are fast on your way to forgetting already."

"Can you help me?"

You feel the water has not helped you jettison those horrible dreams.

Gain .

» 04

26 A Night at the Stone

If multiple Heroes are performing this city activity, you must read this section aloud to them.

The agurian patrons, befuddled by solvents, make every night a different experience at the Mossy Stone.

Each Hero performing this city activity rolls a Counter die and consults the following table:

0 » *You get badly beaten up.* **Gain an Injury card.**
1-2 » *You get into a bar fight!* **Lose 2** .
3-4 » *You make a great deal.* **Gain** .
5-7 » *Everyone hums the song of the earth for hours.* **Gain an Achievement gem** .
8-10 » *You win a bet.* **Gain 5** .
» *Someone gives you a crystal from their own back as a token of friendship.* **Gain** .